

CAPTAIN AVRET KINKARIAN

CREATURE 3

CE**MEDIUM****SPIRIT****GHOST****UNDEAD**

Perception +10; darkvision

Languages Common, Mwangi, Necril

Skills Acrobatics +9, Arcana +10, Intimidation +10, Nature +7, Stealth +9, Sailing Lore +10 +7

Str -5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2

Site Bound Captain Avret Kinkarian can stray only a short distance from the Brine Demon. The limit is 120 feet from the ship.

AC 18; **Fort** +7, **Ref** +11, **Will** +8

HP 37 (negative healing, rejuvenation); **Immunities** Death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** All damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When a ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

Speed Fly 25 feet

Melee ♦ ghostly hand +12 (agile, finesse, magical), **Damage** 1d8+6 negative

Frightful Moan ♦ (auditory, divine, emotion, enchantment, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 21 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.

Sneak Attack Captain Kinkarian deals an additional 1d6 precision damage to flat-footed creatures.